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Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire, HG1 1EL, England.

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Patent Pending

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MODEL 60-005

ELECTRONIC LCD GAME

NICKELODEON™

Rugrats

6000501WTIE-01

"BABIES ON THE LOOSE"

The babies, Tommy, Chuckie, Phil and Lil are going to the Carnival! So is Angelica! Everyone is excited because Reptar, their hero, is going to be there. In addition to great rides and games, the carnival is full of neat Reptar things - Reptar cereal, Reptar candy bars and Reptar dolls!

The Dads (Drew, Stu and Grandpa) are in charge. So it isn't long before the babies and Angelica have the opportunity to walk off by themselves to explore. The babies are trying to collect as much Reptar stuff as they can - but Angelica is trying to keep all the good stuff for herself!

So who will win? The babies or Angelica? And just where is Grandpa supposed to be anyway?



INTRODUCING THE WILDEST
ATTRACTION AT THE CARNIVAL...
IT'S ANGELICA!



"SEE THE WORLD LIKE ONLY A RUGRAT CAN"

There are 4 game play stages. In each stage, you can choose to play as either **TOMMY**, **CHUCKIE**, **PHIL**, or **LIL**.

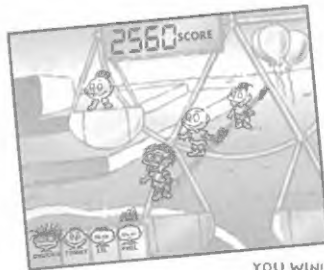
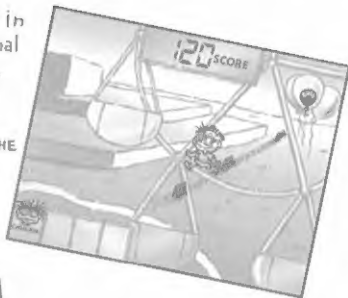
You score points for everything you do - avoiding grownup feet, bowling balls, popcorn, Grandpa, collecting Reptar candy bars and Reptar cereal boxes; climbing over Reptar dolls; riding the ferris wheel and the flying saucer; seeing yourself in the funhouse mirror; and for doing neat stuff to Angelica - squirting her with milk from your bottle, pouring soda pop on her from the soda dispenser, and for dropping her into the dunk tank!

In each stage, try to reach the **CANDY** sign before the timer expires!



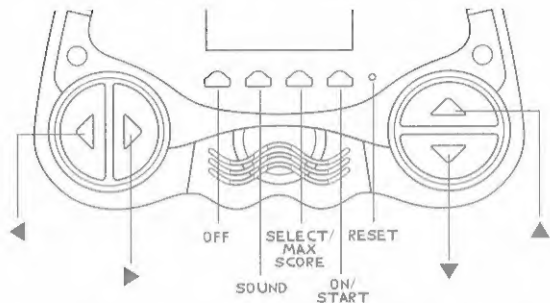
If you see your shadow 5 times in the funhouse mirror in the final stage, you will **WIN** the game.

THE GAME TIMER IS IN THE SHAPE OF A BALLOON!



YOU WIN!





"PLAY BEGINS AND FUN NEVER ENDS"

ON/START

- to turn on the unit.
- to start the game.
- to start each stage.

SELECT/ MAX SCORE

- to play as either **TOMMY**, **CHUCKIE**, **PHIL** or **LIL** before each stage begins.
- to take a look at the maximum score after the game is completed (after stage 4).

SOUND

OFF

- to control sound: on or off.
- to turn off the unit.
(The unit also shuts off automatically after three minutes of no action.)

"◀"

- to walk left.
- to enter **NauseO World** ferris wheel.
- to enter flying saucer.

"▶"

- to walk right.
- to exit ferris wheel.
- to exit saucer.

"▲"

- to climb up.
- to dodge.

"▼"

- to squirt **Angelica** with your milk bottle/soda dispenser.
- to drop **Angelica** into the dunk tank.
- to collect **Reptar** candy bars and samples of **Reptar** cereal.
- to climb down after climbing up.
- to cast your shadow in the funhouse mirror and see your shape.

RESET

- to reset the game if your unit malfunctions.

Press the **ON/START** button to turn on the game. You'll hear an "On" beep and the maximum score is displayed.

Use the **SELECT** button to choose which baby you'd like to play as: **TOMMY**, **CHUCKIE**, **PHIL**, or **LIL**. Before each stage begins, you can choose whichever baby you want as your player.

After selecting your baby, press the **ON/START** button again to begin from stage 1. If you press the **ON/START** button a second time without making a **SELECT** choice, you will automatically play the first stage as Tommy.

Each stage of play presents it's own special challenges!

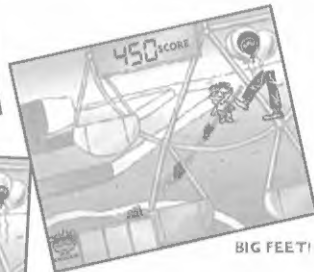
In stage 1, you begin your exploration! Climb over Reptar dolls, avoid adult feet, bowling balls as well as Stu and Drew! Pick up Reptar bars and Reptar cereal! When Angelica gets too close, squirt her with your milk bottle! Try to reach the **CANDY** sign before time expires!



PRESS •▲• then •◀• TO CLIMB OVER REPTAR DOLLS!



TARGET WITHIN RANGE. FIRE!



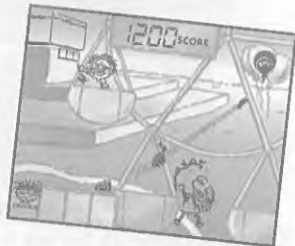
BIG FEET!

The game pauses at the end of each stage. At the end of each stage except the last one, use your **SELECT** button to choose the baby of your choice for the next stage - then press the **ON/START** button to begin the new stage!

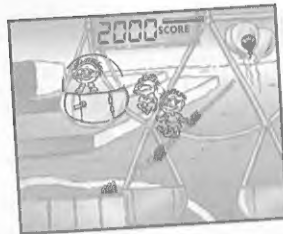
In stage 2, your carnival fun includes climbing up to the dunk tank and pulling the cord to dunk Angelica right into the water! You'll also get to climb up to the soda dispenser and squirt Angelica with soda! Stage 2 is a lot of fun - unless you're Angelica!

Also stay out of sight from Grandpa! He shouldn't see you collecting Reptar bars and Reptar cereal - after all, they're too crunchy for Grandpa's false teeth!

BATH TIME FOR ANGELICA! PRESS •▲• THEN •▼• TO CLIMB UP TO THE DUNK TANK AND TO PULL THE CORD!



ALSO PRESS •▲• THEN •▼• TO CLIMB TO THE SODA DISPENSER AND TO SQUIRT ANGELICA WITH SODA AND TO POP SOME POPCORN!



THE SKY'S THE LIMIT OF THE FUN YOU'RE GOING TO HAVE!

In stage 4, one of the most fun things you can try is the flying saucer! Like the ferris wheel, you've got to work on your timing to enter it at just the right time!

To win the game, you've got to move in front of the funhouse mirror and see your shadow five times before time expires. Not any baby can do this. But a true Rugrat can! So let's see you do it!

A stage 3 highlight is climbing into the NauseO World Ferris Wheel for high flying fun!

But you've got to get your timing just right to enter it and go for a spin!

YOU'LL BELIEVE A BABY CAN TOUCH THE STARS.



"YOU LEARN IT, YOU EARN IT"

10
POINTS

for each unit left on the timer as you complete a stage (by finding the **CANDY** sign in the first three stages and by casting your shadow in the funhouse mirror 5 times in stage 4.)

20
POINTS

avoiding grown up feet, collecting Reptar balls, and for avoiding bowling balls.

30
POINTS

climbing over Reptar dolls,

40
POINTS

squirting Angelica with soda pop and climbing into the NauseO World ferris wheel, climbing off the ferris wheel, squirting Angelica with your milk bottle, avoiding Grandpa, avoiding popcorn popping out of the popcorn popper, collecting Reptar cereal boxes, dropping Angelica into the dunk tank, and climbing out of the flying saucer.

1000
BONUS

for casting your shadow 5 times in the funhouse mirror and seeing your shape to **WIN** the game.

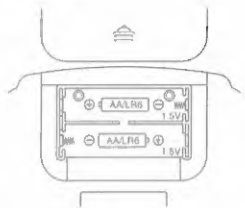
-20
POINTS

You lose 20 points when you climb over Reptar dolls and see Stu or D'Fowl

INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the Game. (To remove cover, push in direction of the arrow.)

Insert two **AA/LR6** batteries (not included), making sure to align **+** and **-** as shown.

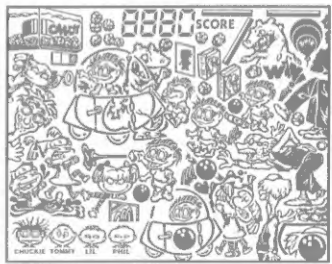


TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

RESET BUTTON:

After battery insertion, the **RESET** switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the **RESET** switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock of the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER

980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use of other causes not arising out of defects in materials or workmanship. During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger. Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$10. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.